

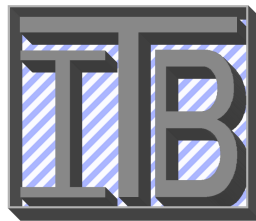


STATECRAFT

The Political Card Game

Statecraft is a game about politics. Build a political party in a familiar but fictional world, recruiting politicians to your cause, developing your manifesto of support winning ideas, campaigning for the support of the public and firing off salvos of slander and sabotage at your cunning rivals, and surviving catastrophic events that shake up the nation you're playing the game of politics in.

Every game of Statecraft is different, with more than 150,000 different starting set ups, with different voters, leaders, scenarios, politicians each game, as well as different policies, actions, events and emergencies coming to the fore during the game.



Inside the Box Board Games

Board Games are Cool

Game by Peter Blenkarn, Art & Design by Zak Eidsvoog

Set up

Shuffle each of the decks and place face down on the play area.

Each player randomly draws a faction leader card and places in front of them. The unused faction leader cards are returned to the box.

Draw a scenario card - put to one side of the game area so all players have access. The unused scenario cards are returned to the box. If this is your first game of Statecraft, it is recommended that the Democratic Election card is used instead of drawing a card at random.

Draw the amount of supporter cards indicated on the scenario card and place them face up to one side of the game area for all players to see. Return any unused supporter cards to the box.

All players draw 3 cards from the Policies and Actions deck, this forms their starting hand.

Shuffle the event and emergency cards into the Policies and Actions deck.

The player with the highest chance of being embroiled in a sordid scandal if they were a politician starts first. If there is a tie, the player most likely to claim expenses to clean out their duck pond starts first.



Your leader card:

Your leader card has two policy specialisms on the left like a senior politician, as well as a special ability written at the bottom of the card.

The leader also has a 'faction symbol' on the top right, to show the logo of their party/faction/group.

Objective:

Each game's end condition is given by the scenario card, which can vary wildly. In all games of Statecraft, you're seeking to dominate as the most powerful and influential faction.

Each scenario card also has an end condition and a win condition.

When the game end condition is met the game ends immediately, no more actions may be made, and then the winner is determined by the 'win condition' indicated on the scenario card.



This system recreates the hugely varied power structures of the world's politics, and reflects that even with the same people, politicians and policies, the game may not be won by the same party.

Some scenario cards carry special text which can make the game more challenging, fast paced or strategic, developing a range of interesting and replayable game styles so that each game of Statecraft is unique.

If there is a tie, the incumbent card breaks the tie. If there is a tie which can't be broken by the incumbent card, order some pizza, watch a few episodes of House of Cards then play Statecraft again.

If the second game results in another unbroken tie, each player should enter themselves into an election, first one to head of state wins.

Game End Conditions

1. After a specified number of player turns, the game immediately ends.
2. The game continues until one player has all the supporter cards
3. The game ends when one player has more than half of the supporter cards
4. The game ends when every supporter card has been claimed

Game Win Conditions

1. Player with highest number of supporters wins
2. Player with most extreme manifesto wins
(difference between authoritarian and anarchism + difference between free market and socialism)
3. Player with most balanced manifesto wins
(player whos average ideology points across all areas is closest to 3.5)

Each Turn:

Each player may perform as many actions, known in Statecraft as 'Manoeuvres' (this is to save confusion with action cards) as they want per turn, provided they can expend the cards needed for each action.

At the end of each player's turn, they must replenish their hand up to 3 cards by drawing from the action/policy deck. If players have more than 3 cards, they must discard cards until they have 3.

Manoeuvres:

Manoeuvres are player actions, which can be taken in any order, as many times as is possible by a player on their turn. Some manoeuvres cost cards to play, others use the cards you've played in specific ways. You don't have to do anything on your turn if you don't want to. You could spend all that taxpayer time on watching youtube or failing to show up to meetings.

Campaign for Supporters

To claim a supporter card from the floating supporter pool (these represent supporters who have not been convinced by the gratuitous lies of any particular faction) the active player must do the following

1. For each ideology on your ideology tracker, check against the supporter card to ensure that the supporter is satisfied by your manifesto
2. If all of your ideologies satisfy the supporter, the supporter card is claimed and placed in your area where other players can still see the important information

Checking to see if a supporter card is 'satisfied' by your policy group

For each ideology, you must have a number of ideology points which is indicated on the supporter card you are seeking to claim.

If all 4 ideologies meet this condition, you may claim that supporter card.



The dark blue torn banner on this supporter card indicates that they will tolerate no more than 5 ideology points for 'Free Market Capitalism'

The other coloured banners indicate that this support requires at least 4 ideology points of 'Authoritarianism' and 3 of 'Anarchism'.

You'll notice that there's a gap on the left, this shows that the supporter is indifferent about 'Socialism' meaning that it doesn't

matter how many points you have for this ideology when you claim the card.

Poach Supporters

If your manifesto satisfies a supporter that has been claimed by another player, and that supporter is no longer satisfied by their manifesto, you may poach that supporter card. This action costs 1 card, which must be discarded from your hand.

If you satisfy the supporter but they are still satisfied by their current host, you may poach that supporter, but this will cost you 2 cards, which you must discard from your hand.

Recruit Politicians

To recruit a politician a player must do the following:

1. Discard a card from your hand.
2. Draw politician cards from the politician deck according to the number indicated on the scenario card.
3. Lay them out face up for all players to see and select one. Discard any unused politicians into a separate pile.
4. Place the politician into an unoccupied space in the cabinet as close as possible to your leader - you may have up to two politicians either side of your leader

If there are no politicians left, the retired politicians pile is shuffled and is then used as the new politician deck.

Note the symbol(s) in the top left of the politician card, this indicates their 'specialisms', which determines which policy cards they can accommodate in their portfolio. Only policy cards which match one of a politician's specialisms can be played onto that politician.



Replacing an existing politician:

If the player wishes to recruit a politician into a space in the cabinet which is currently occupied, then they may do so if there is at least one specialism common between the replaced politician and the new one. Senior politicians can only be recruited by replacing a politician. You cannot replace your leader in this way.

Any policies in the new politician's portfolio that are not supported by their specialisms are returned to the player's hand, and the player's points tracker is adjusted to reflect those policies being lost.

Fire Politician

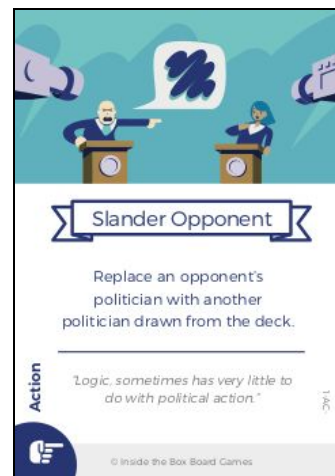
A player may fire a politician in their cabinet by discarding that politician and returning all policies in their portfolio to their hand. The player then adjusts their points tracker to reflect the lost policies. This action costs 1 card, which the player must discard from their hand before returning the fired politician's policies to their hand.

Notes on politicians:

1. *The two politicians directly adjacent to the leader are referred to as the 'inner circle'.*
2. *If a politician is removed from a player's cabinet other than by that player firing them as an action, then all of the policy cards attached to that politician are discarded rather than returned to the player's hand.*
3. *If an inner circle politician is removed, and there is an 'outer circle' politician adjacent to them, the outer circle politician and their portfolio, move with them into the 'inner circle'.*
4. *They like to get snuggly with the leader.*

Play an Action Card

To execute an action card in their hand, a player must announce that they are playing an action card, then reveal that card. They must then carry out the action as given by the 'special text' of the card.



Announce Policy

To announce a policy the active player reveals the policy card and announces which option from the card their party is endorsing.

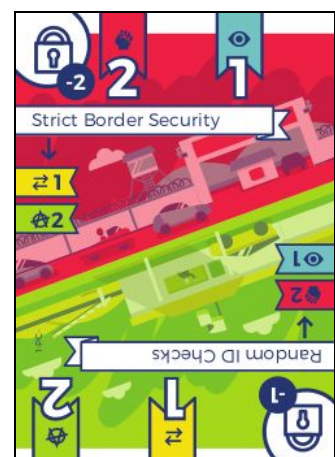
The policy being announced must then be tucked under the top of a politician card with the matching specialism symbol to the policy card you've just announced, ensuring that the card's ideology points are visible. These ideology points are then added to the party's points tracker. Points that are indicated as negative on the card are deducted from the points tracker.

All policy cards also have a cost, indicated by the small bubble next to the ideology points banners, which indicates for each option, how you should adjust your budget tracker.

Ideology points cannot be more than 7 or be below 0, if any action forces either of these to occur, they just stay at 0 or 7. "There's a limit to how much Jimmy likes Communism, equally, there's a limit to how much Jane hates the Free Market"

Each politician can have up to 3 policies in their 'portfolio'

A player may also announce that they are 'denouncing', rather than 'announcing' a policy. In this case the card is tucked under the bottom of the politician, and the points are deducted from the party's points tracker. **All politicians and leaders can denounce up to 3 policies**



During Game:

Incumbent Card



Players must ensure that the incumbent card is held by the player who currently controls the most supporter cards, if there is a tie, the incumbent card stays where it is. At the start of the game the incumbent card isn't assigned to anyone, unless otherwise stated by a Scenario card.

When a player controls the incumbent card, it's tucked beneath their leader card.

Budget

When playing policy cards, players will adjust their budget tracker to reflect the amount of income and expenditure the faction is promising. Players may not play a policy card if it would result in their budget being in a surplus of more than 5, or a deficit of less than -5.

Discarding Cards from Manifesto

If you are forced to discard a card from your manifesto (which includes denounced policies), move that card from your manifesto to the discard pile and adjust your trackers to reflect the fact you've lost that policy.

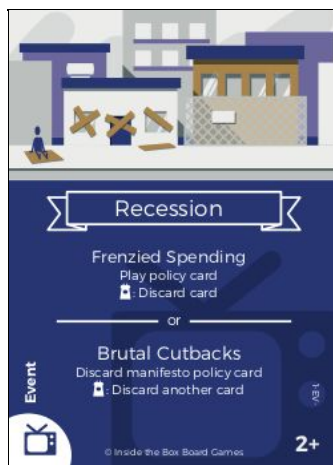
Policies Actions and Events Deck

Once all the cards from the deck are gone (discarded, in players' hands or played into the game area) then all cards in the Policies, Actions and Events discard pile are shuffled together and form the new deck.

The above also applies to the Politicians deck!

Revealing an Event Card

Event cards are shuffled into the action deck but have different back. When a player is forced to draw an event card they reveal it and read it out to all players.



Events - each player must choose from one of the two options available on the card. The incumbent player has to also carry out additional effects associated with each choice as indicated on the card. Some cards only affect the incumbent. If there is no incumbent in this case, nothing happens and play continues as normal.



Emergencies - emergencies are a special type of event card which do not have any options. they are simply read out and the effect is carried out by all players. Emergency cards are sneaky as they appear like event cards from the back of the card, but are much more potent.

Event cards are discarded after their effects have been resolved.

ICON OVERVIEW



Supporter Card



Action Card



Event Card/ Emergency Card



Politician Card



Senior Politician Card



Leader Card



ECONOMY



SECURITY



WELFARE



INFRASTRUCTURE



AUTHORITARIANISM



SOCIALISM



ANARCHISM



CAPITALISM



Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-1



Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-2

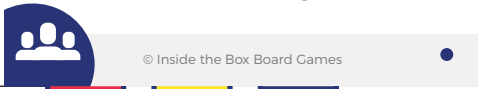


Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-3



Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-4



Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-5

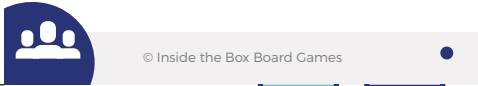


Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-6



Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-7

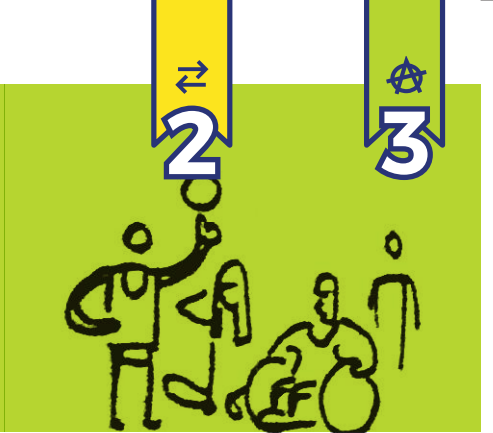


Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-8

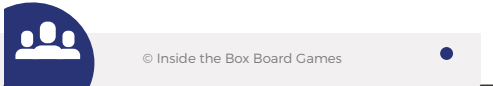
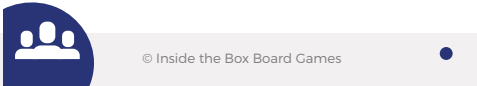
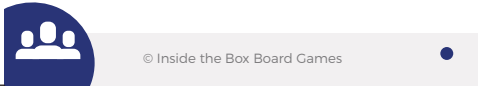


Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-9







Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

01-rn-1

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Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

11-su-11

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Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

11-su-12

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Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

11-su-1

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Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

11-su-14

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Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

11-su-15

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Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

11-su-16

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Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

11-su-17

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Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

11-su-18

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Supporter
 Supporter Name
"It's not the voting that's democracy; it's the counting."
 1-SU-19

Supporter
 Supporter Name
"It's not the voting that's democracy; it's the counting."
 1-SU-20

Supporter
 Supporter Name
"It's not the voting that's democracy; it's the counting."
 1-SU-21

Supporter
 Supporter Name
"It's not the voting that's democracy; it's the counting."
 1-SU-22

Supporter
 Supporter Name
"It's not the voting that's democracy; it's the counting."
 1-SU-23

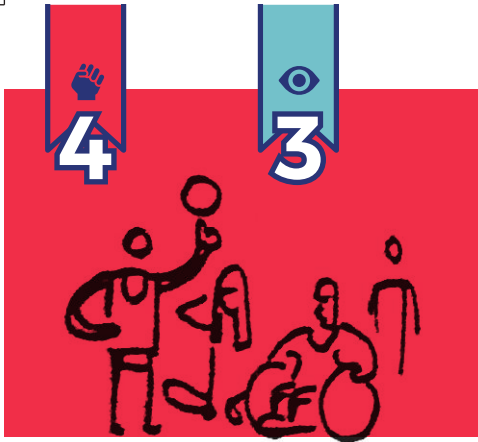
Supporter
 Supporter Name
"It's not the voting that's democracy; it's the counting."
 1-SU-24

Supporter
 Supporter Name
"It's not the voting that's democracy; it's the counting."
 1-SU-25

Supporter
 Supporter Name
"It's not the voting that's democracy; it's the counting."
 1-SU-26

Supporter
 Supporter Name
"It's not the voting that's democracy; it's the counting."
 1-SU-27



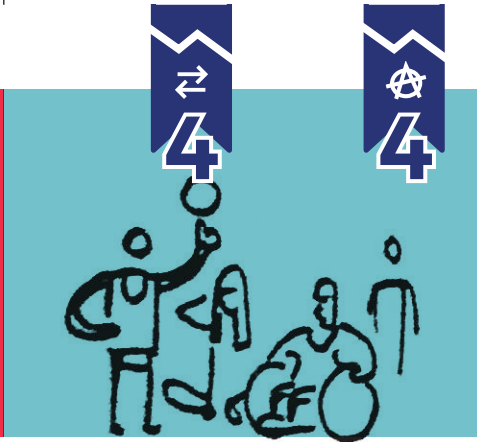


Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-28



Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-29



Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

05-FU-30



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Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-31



Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-32



Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-33



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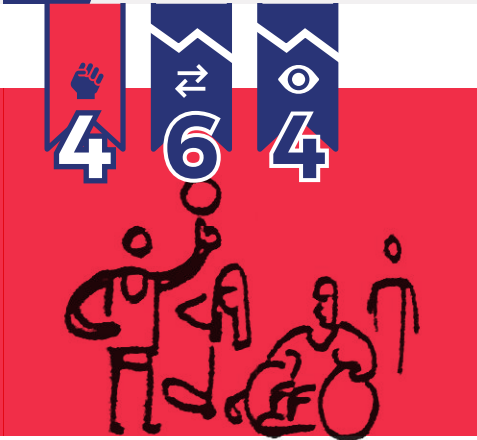


Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-FU-34



Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-35



Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-36



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Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-37



Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

6E-U-51



Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-39



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Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-40



Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-41



Supporter

Supporter Name

"It's not the voting that's democracy; it's the counting."

1-SU-42



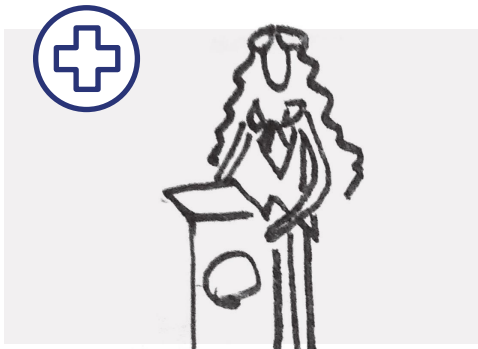
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Jr. Politician

Politician Name

"Politicians are the same all over. They promise to build bridges even when there are no rivers."

1-LD-1



Jr. Politician

Politician Name

"Politicians are the same all over. They promise to build bridges even when there are no rivers."

1-LD-1



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Politician Name

"Politicians are the same all over. They promise to build bridges even when there are no rivers."

1-LD-1



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Politician Name

"Politicians are the same all over. They promise to build bridges even when there are no rivers."

1-PT-2

Jr. Politician



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Politician Name

"Politicians are the same all over. They promise to build bridges even when there are no rivers."

1-PT-2

Jr. Politician



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Politician Name

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1-PT-2

Jr. Politician



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1-PT-2

Jr. Politician



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Politician Name

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1-PT-2

Jr. Politician



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Politician Name

"Politicians are the same all over. They promise to build bridges even when there are no rivers."

1-PT-3

Jr. Politician



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Politician Name

"Politicians are the same all over. They promise to build bridges even when there are no rivers."

1-PT-3

Jr. Politician



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Politician Name

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1-PT-3

Jr. Politician



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Politician Name

"Politicians are the same all over. They promise to build bridges even when there are no rivers."

1-PT-3

Jr. Politician



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Politician Name

"Politicians are the same all over.
They promise to build bridges even
when there are no rivers."

4-Jd-1

Jr. Politician



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Politician Name

"Politicians are the same all over.
They promise to build bridges even
when there are no rivers."

4-Jd-1

Jr. Politician



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Politician Name

"Politicians are the same all over.
They promise to build bridges even
when there are no rivers."

4-Jd-1

Jr. Politician



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Politician Name

"Politicians are the same all over.
They promise to build bridges even
when there are no rivers."

5-Jd-1

Jr. Politician



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Politician Name

"Politicians are the same all over.
They promise to build bridges even
when there are no rivers."

5-Jd-1

Sr. Politician



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Politician Name

"Politicians are the same all over.
They promise to build bridges even
when there are no rivers."

5-Jd-1

Sr. Politician



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Politician Name

"Politicians are the same all over.
They promise to build bridges even
when there are no rivers."

6-Jd-1

Sr. Politician



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Politician Name

"Politicians are the same all over.
They promise to build bridges even
when there are no rivers."

6-Jd-1

Sr. Politician



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Politician Name

"Politicians are the same all over.
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when there are no rivers."

6-Jd-1

Sr. Politician



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Sr. Politician

Politician Name

"Politicians are the same all over. They promise to build bridges even when there are no rivers."

1-PT-10

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Sr. Politician

Politician Name

"Politicians are the same all over. They promise to build bridges even when there are no rivers."

1-PT-11

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Sr. Politician

Politician Name

"Politicians are the same all over. They promise to build bridges even when there are no rivers."

1-PT-12

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Sr. Politician

Politician Name

"Politicians are the same all over. They promise to build bridges even when there are no rivers."

1-PT-13

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Leader

Leader Name

Once a turn, discard a card to draw a card.

1-LD-1

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Leader

Leader Name

Politicians in your inner circle have the specialism.

1-LD-2

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Leader

Leader Name

Politicians in your inner circle have the specialism.

1-LD-3

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Leader

Leader Name

Politicians in your inner circle have the specialism.

1-LD-4

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Leader

Leader Name

Politicians in your inner circle have the specialism.

1-LD-5

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Leader Name

Leader Draw one more card than usual when recruiting politicians.

1-LD-6

Leader Name

Leader Draw a card when claiming a supporter card.

1-LD-7

Leader Name

Leader Discard a card from your hand to discard a random card from an opponent's hand.

8-OT-1

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Leader Name

Leader When an opponent attempts to recruit a politician, discard a card to reduce the number they draw by one. Can only be done once for each instance.

6-CD-6

Leader Name

Leader Once per game, ignore a regular event's effects.

1-LD-10

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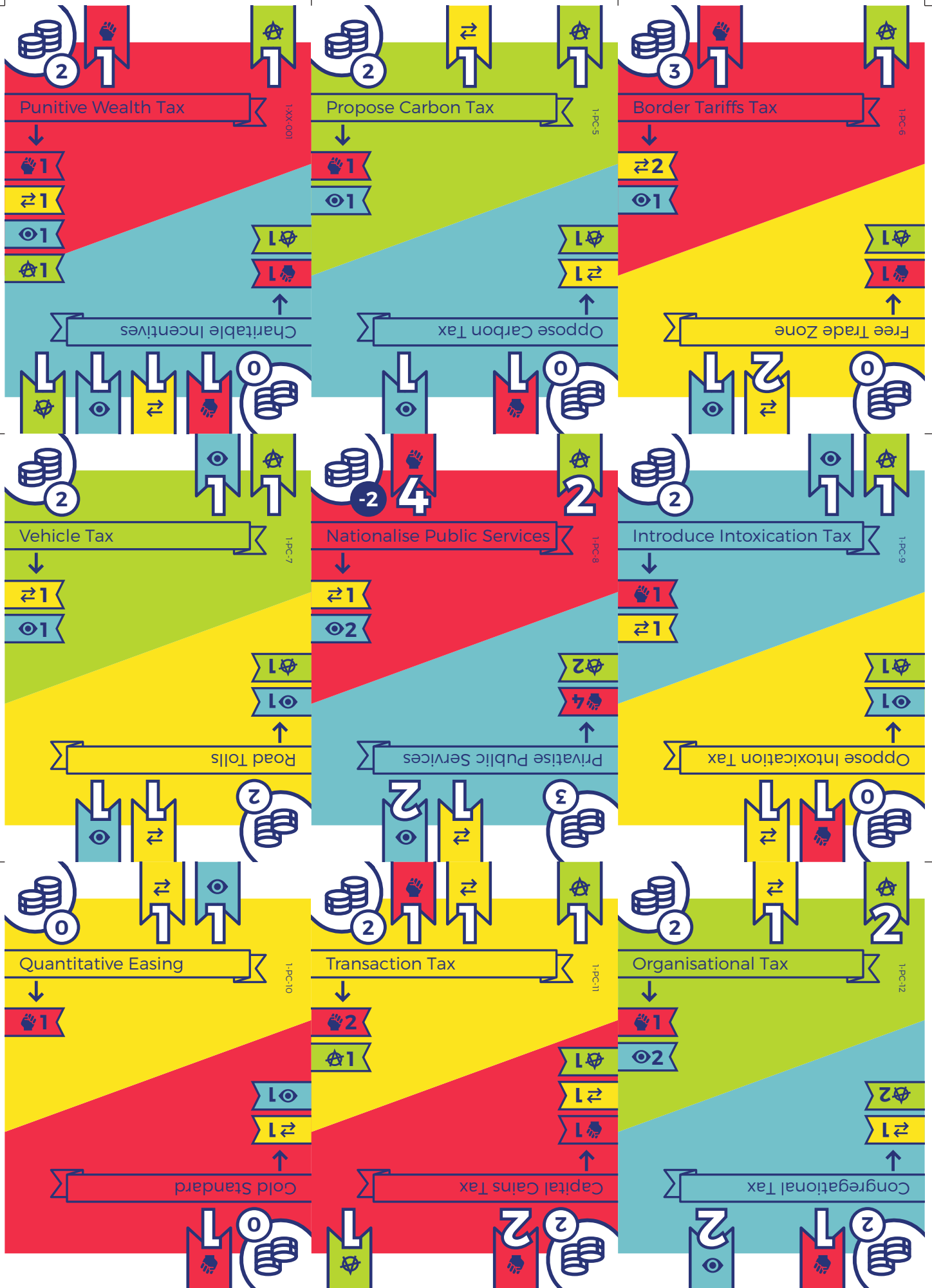
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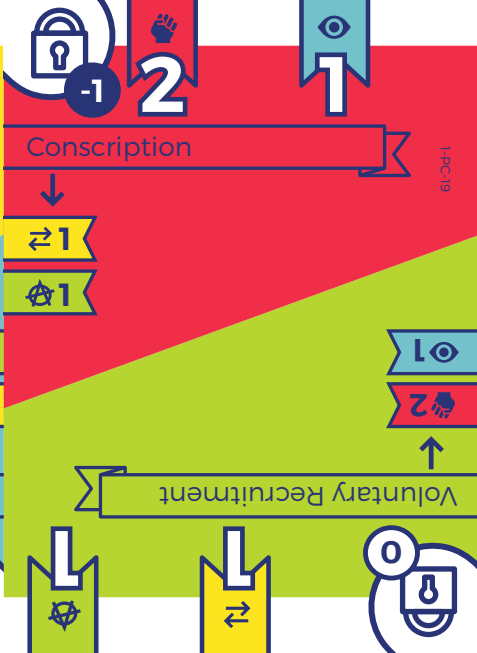
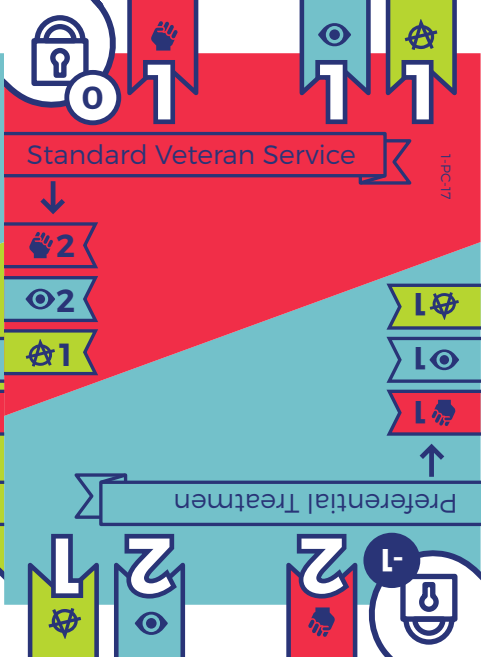
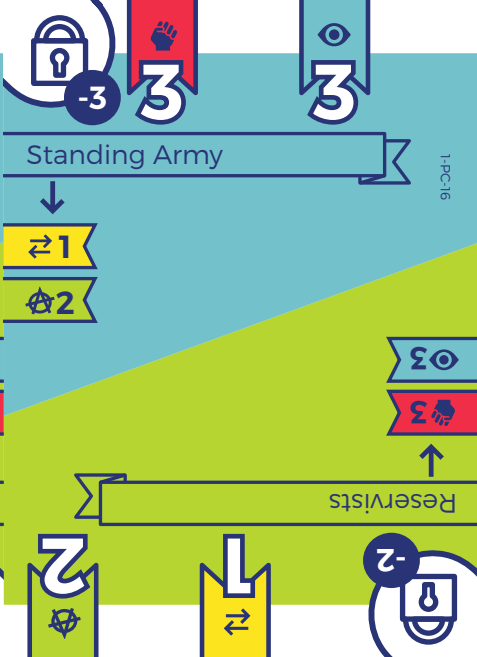
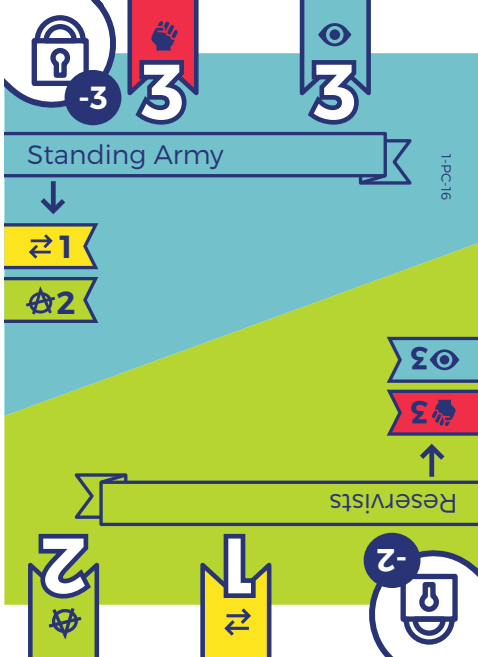
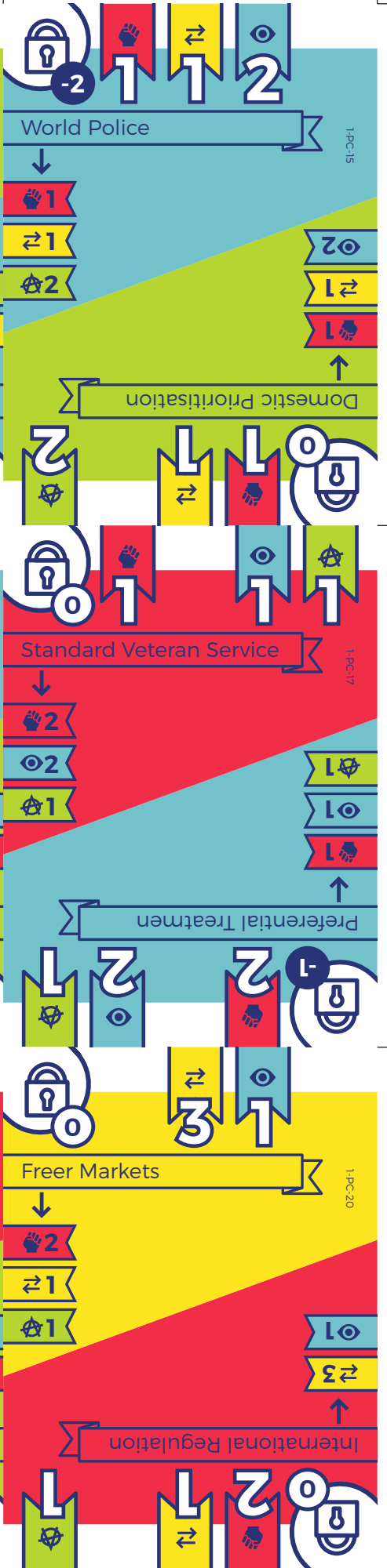
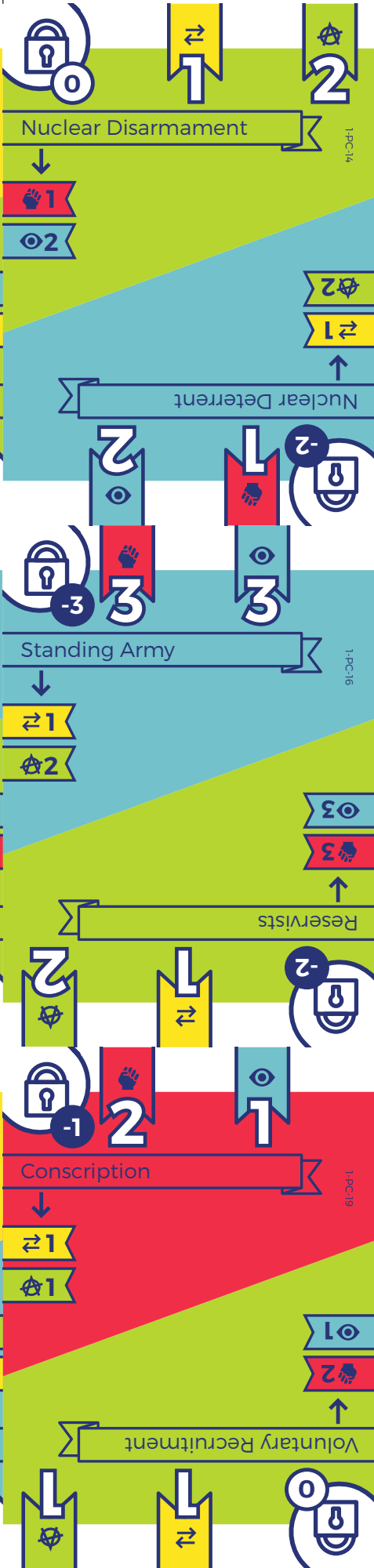
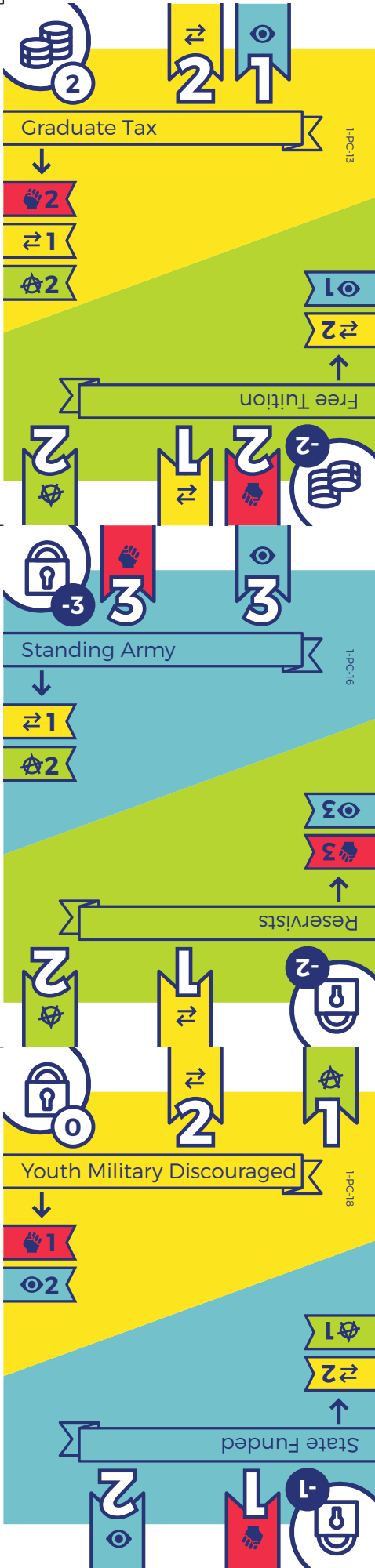
Progressive Tax

Per Unit Tax

Aggressive Taxation







1-PC-21

Selective Diplomacy

Widespread Diplomacy

1-PC-22

Strict Border Security

Random ID Checks

1-PC-23

Isolationist

Supranational Government

1-PC-24

Data Trawling

Prohibitive Bureaucracy

1-PC-25

Intrusive Espionage

Collaborative Espionage

1-PC-26

Immigration Quotas

Immigration Adverts

1-PC-26

Immigration Quotas

Immigration Adverts

1-PC-27

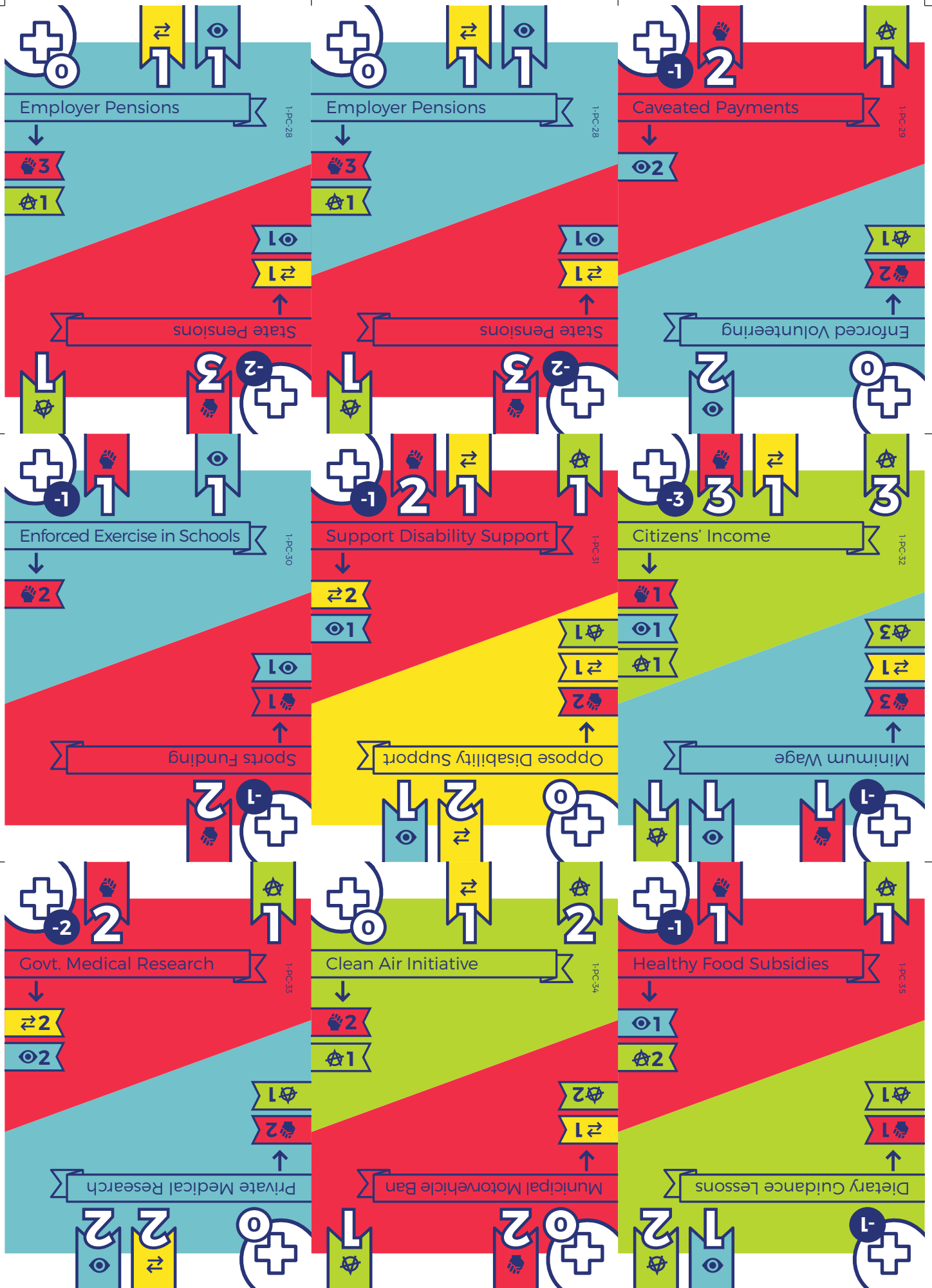
Private Insurance

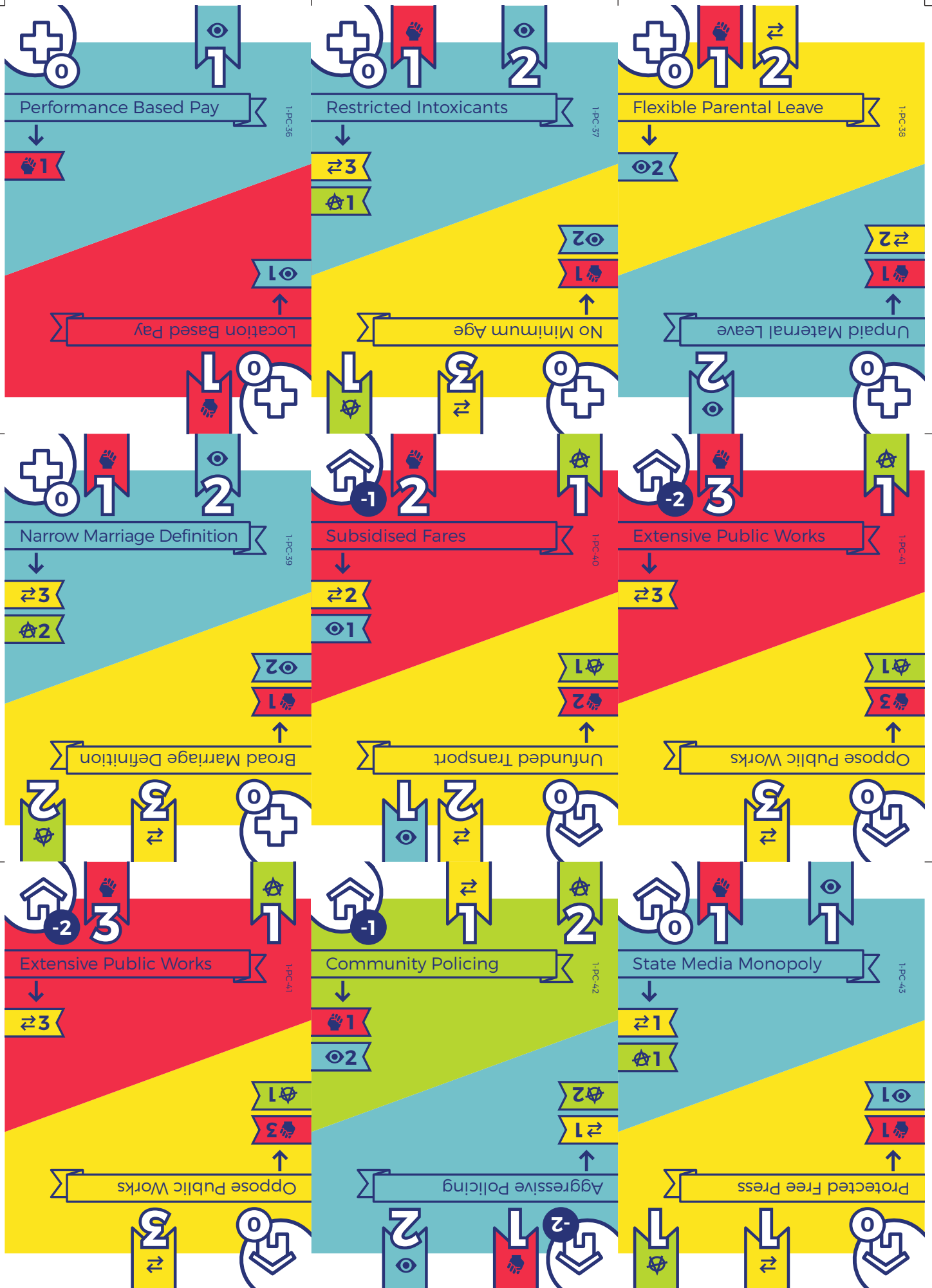
Healthcare Vouchers

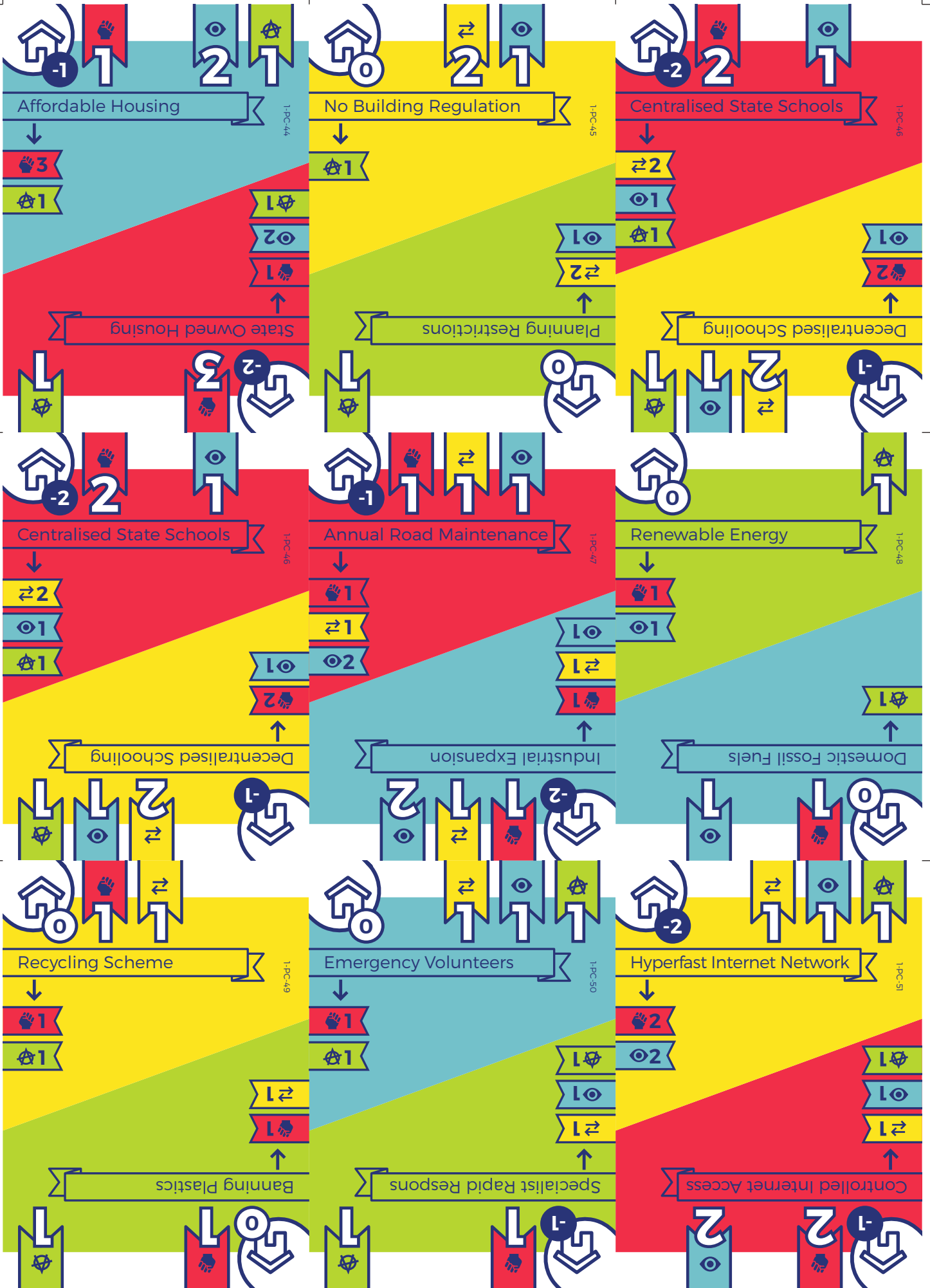
1-PC-27

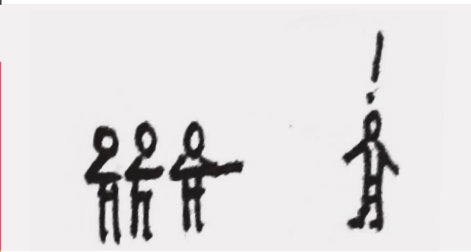
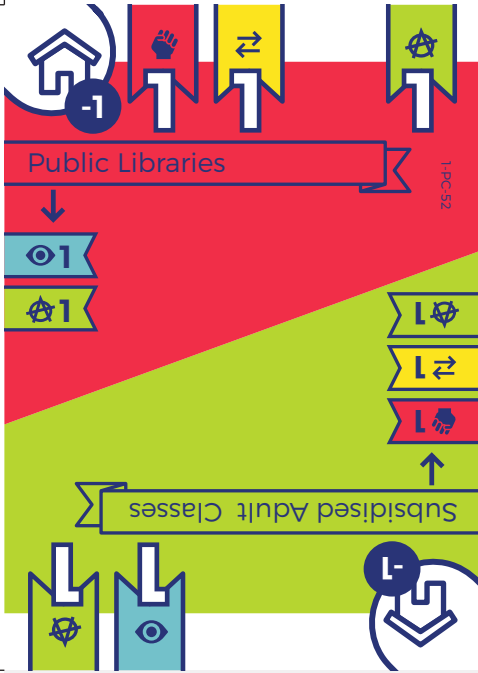
Private Insurance

Healthcare Vouchers









Assassination

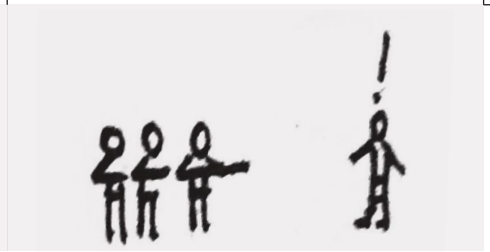
Remove an opponent's leader from the game and replace them with a new leader card.

Action

"Logic, sometimes has very little to do with political action."

1-AC-1

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Slander Opponent

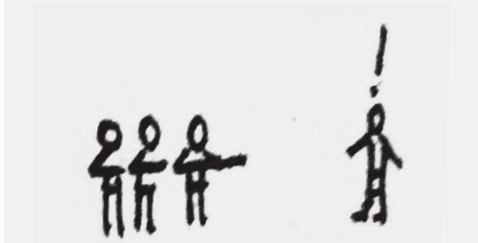
Replace an opponent's politician with another politician drawn from the deck.

Action

"Logic, sometimes has very little to do with political action."

1-AC-2

© Inside the Box Board Games



Slander Opponent

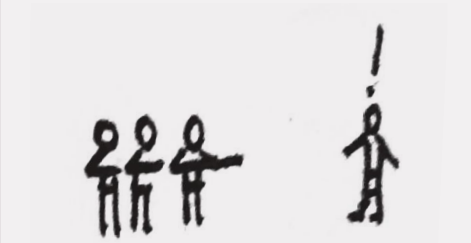
Replace an opponent's politician with another politician drawn from the deck.

Action

"Logic, sometimes has very little to do with political action."

1-AC-2

© Inside the Box Board Games



Cross the Floor

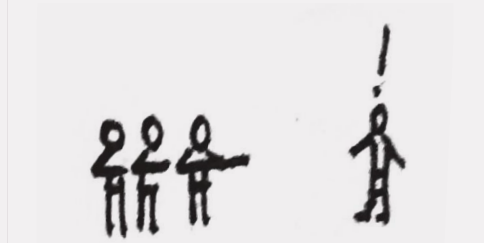
Take a politician from an opponent's cabinet and add to your cabinet. Return that politician's policies to its original owner's hand.

Action

At id que quam nim vellesite non essequia consedipit est velest, ut

1-AC-3

© Inside the Box Board Games



Reveal Cover Up

Pick an opponent, that player discards one card from their hand.

Action

"Logic, sometimes has very little to do with political action."

1-AC-4

© Inside the Box Board Games



Reveal Cover Up

Pick an opponent, that player discards one card from their hand.

Action

"Logic, sometimes has very little to do with political action."

1-AC-4

© Inside the Box Board Games



Reveal Cover Up

Pick an opponent, that player discards one card from their hand.

Action

"Logic, sometimes has very little to do with political action."

1-AC-4

© Inside the Box Board Games



Reveal Cover Up

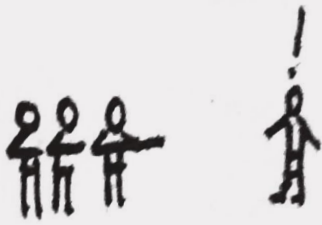
Pick an opponent, that player discards one card from their hand.

Action

"Logic, sometimes has very little to do with political action."

1-AC-4

© Inside the Box Board Games



Reveal Cover Up

Pick an opponent, that player discards one card from their hand.

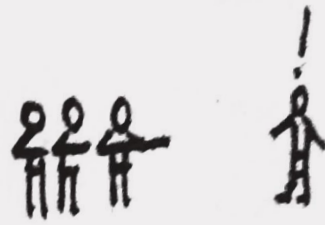
"Logic, sometimes has very little to do with political action."

1-AC-4

Action



© Inside the Box Board Games



Social Media Campaign

Shuffle the unused supporter cards together, draw one, and add that to the floating supporters.

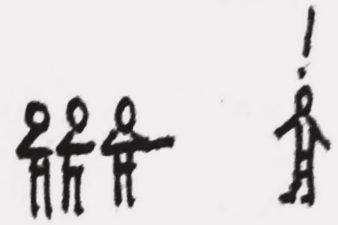
"Logic, sometimes has very little to do with political action."

1-AC-5

Action



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Social Media Campaign

Shuffle the unused supporter cards together, draw one, and add that to the floating supporters.

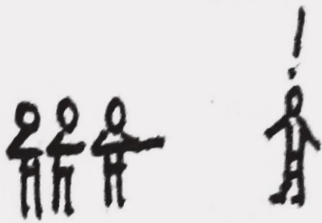
"Logic, sometimes has very little to do with political action."

1-AC-5

Action



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Misinformation Campaign

Remove 1 policy from an opponent's manifesto and add it to your hand.

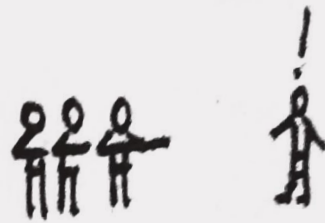
"Logic, sometimes has very little to do with political action."

1-AC-6

Action



© Inside the Box Board Games



Misinformation Campaign

Remove 1 policy from an opponent's manifesto and add it to your hand.

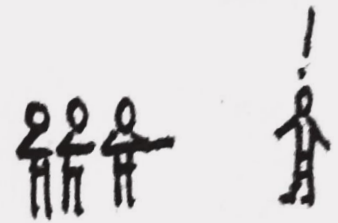
"Logic, sometimes has very little to do with political action."

1-AC-6

Action



© Inside the Box Board Games



Misinformation Campaign

Remove 1 policy from an opponent's manifesto and add it to your hand.

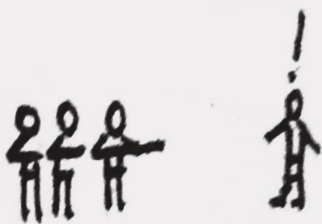
"Logic, sometimes has very little to do with political action."

1-AC-6

Action



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Secret Negotiations

Swap your hand with an opponent.

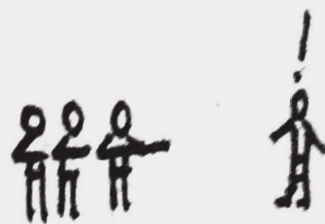
"Logic, sometimes has very little to do with political action."

1-AC-7

Action



© Inside the Box Board Games



Televised Debate

All players must present their cards face up on the table for all others to see.

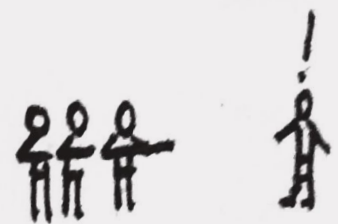
"Logic, sometimes has very little to do with political action."

1-AC-8

Action



© Inside the Box Board Games



Televised Debate

All players must present their cards face up on the table for all others to see.

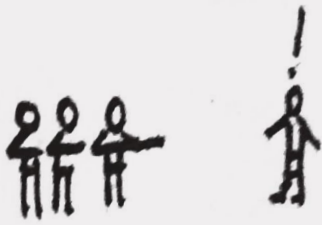
"Logic, sometimes has very little to do with political action."

1-AC-8

Action



© Inside the Box Board Games



Surge in Support

Perform an additional action this turn.

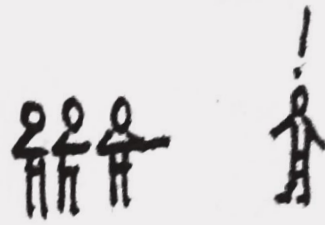
"Logic, sometimes has very little to do with political action."

1-AC-9

Action



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Surge in Support

Perform an additional action this turn.

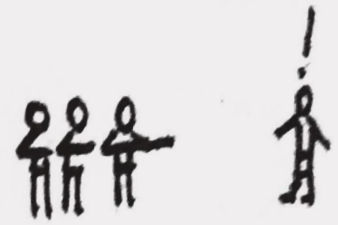
"Logic, sometimes has very little to do with political action."

1-AC-9

Action



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Partisan Espionage

Negate an action your opponent takes.

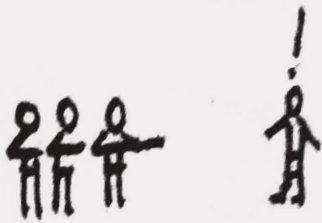
"Logic, sometimes has very little to do with political action."

1-AC-10

Action



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Partisan Espionage

Negate an action your opponent takes.

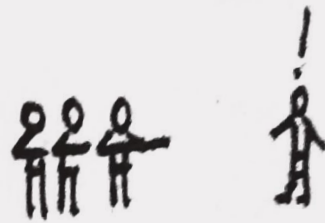
"Logic, sometimes has very little to do with political action."

1-AC-10

Action



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Contingency Planning

When a player is forced to draw an event card, reveal it and shuffle that card back into the deck.

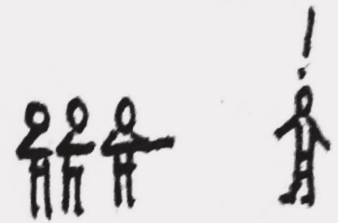
"Logic, sometimes has very little to do with political action."

1-AC-11

Action



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Contingency Planning

When a player is forced to draw an event card, reveal it and shuffle that card back into the deck.

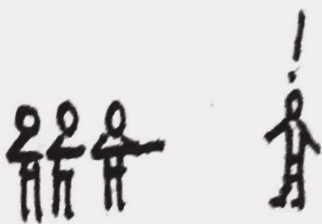
"Logic, sometimes has very little to do with political action."

1-AC-11

Action



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Political Rotation

All players give their entire hand to the player to their left.

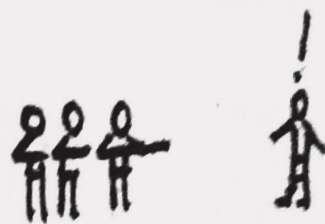
"Logic, sometimes has very little to do with political action."

1-AC-12

Action



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Hire Policy Experts

Draw up to 3 cards from the action deck.

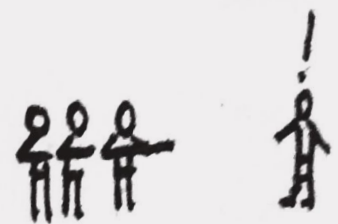
"Logic, sometimes has very little to do with political action."

1-AC-13

Action



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Hire Policy Experts

Draw up to 3 cards from the action deck.

"Logic, sometimes has very little to do with political action."

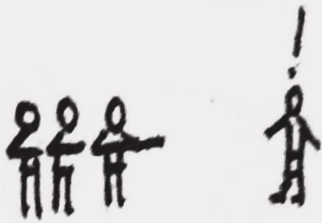
1-AC-13

Action



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False Accreditation

Play a policy card onto another player's manifesto. This card cannot be used to denounce a policy on behalf of another player.

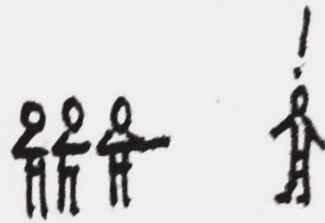
At id que quam nim vellesite non essequia consedipit est velest, ut

1-ACT/4

Action



© Inside the Box Board Games



False Accreditation

Play a policy card onto another player's manifesto. This card cannot be used to denounce a policy on behalf of another player.

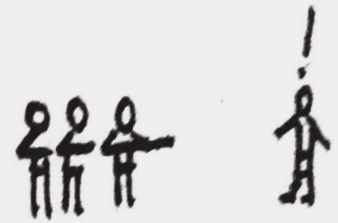
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1-ACT/4

Action



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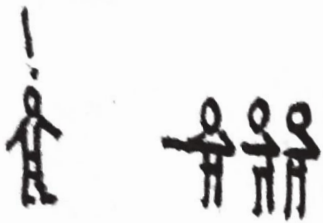
At id que quam nim vellesite non essequia consedipit est velest, ut

1-ACT/4

Action



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Recession

Frenzied Spending

Play policy card
🗑️: Discard card

or

Brutal Cutbacks
Discard manifesto policy card
🗑️: Discard another card

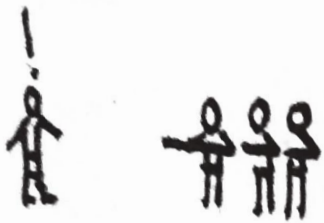
1-EV/1

Event



© Inside the Box Board Games

2+



Recession

Frenzied Spending

Play policy card
🗑️: Discard card

or

Brutal Cutbacks
Discard manifesto policy card
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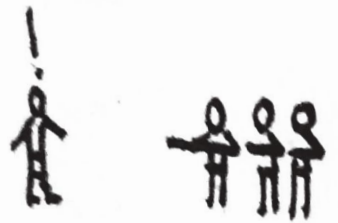
1-EV/1

Event



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2+



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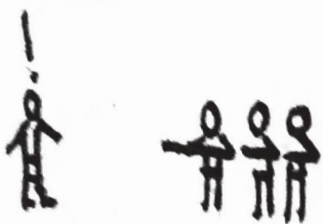
1-EV/1

Event



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2+



Manifesto Pledge Failure

Deploy Spin Doctor

🗑️: Lose 1 supporter

or

Public Apology
🗑️: Discard 2 cards

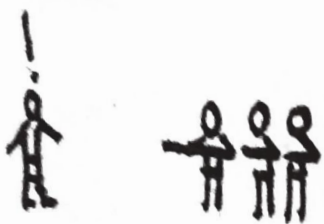
1-EV/2

Event



© Inside the Box Board Games

2+



Manifesto Pledge Failure

Deploy Spin Doctor

🗑️: Lose 1 supporter

or

Public Apology
🗑️: Discard 2 cards

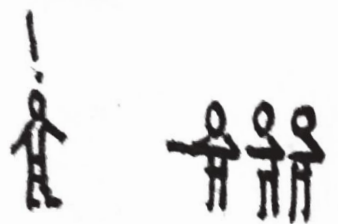
1-EV/2

Event



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2+



Corruption Scandal

Scapegoat

Lose 1 politician
🗑️: Forfeit turn

or

Close Ranks
Lose 1 supporter
🗑️: Discard a card

1-EV/3

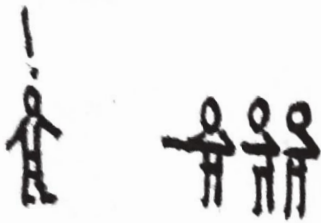
Event



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2+





Corruption Scandal

Scapegoat
Lose 1 politician
🗳️: Forfeit turn

Close Ranks
Lose 1 supporter
🗳️: Discard a card

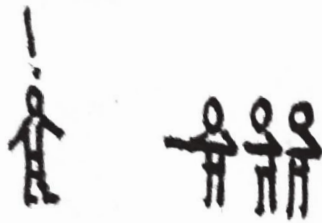
Event



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2+

1-EV/3



Extremist Rally

Aggressive Clampdown
Freeplay Security
🗳️: Discard a card

Reconciliatory
Community Building
Freeplay Welfare
🗳️: Discard a card

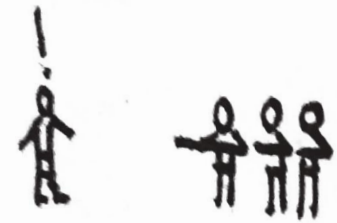
Event



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2+

1-EV/4



Extremist Rally

Aggressive Clampdown
Freeplay Security
🗳️: Discard a card

Reconciliatory
Community Building
Freeplay Welfare
🗳️: Discard a card

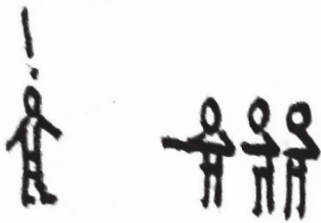
Event



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2+

1-EV/4



Economic Boom

Opportunistic Taxation
Freeplay Economy
🗳️: Discard a card

Prosperity Project
Freeplay Infrastructure
🗳️: Discard a card

Event



© Inside the Box Board Games

2+

1-EV/5



Economic Boom

Opportunistic Taxation
Freeplay Economy
🗳️: Discard a card

Prosperity Project
Freeplay Infrastructure
🗳️: Discard a card

Event



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2+

1-EV/5



Political Deadlock

Government Shutdown
Discard 2 cards from hand

Compromise with
opponent
Let next player randomly steal
one of your cards

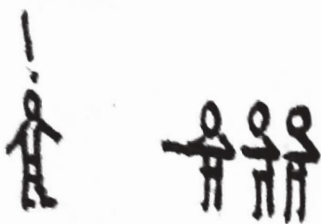
Event



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2+

1-EV/6



Political Deadlock

Government Shutdown
Discard 2 cards from hand

Compromise with
opponent
Let next player randomly steal
one of your cards

Event



© Inside the Box Board Games

2+

1-EV/6

! NUCLEAR MELTDOWN ! ! REFUGEE CRISIS !



Emergency

Any politicians with the infrastructure specialism are discarded along with their policies. For every policy card discarded from a player's manifesto, that player draws a card.

1-EM/1



Emergency

Draw two new supporter cards and put them in the floating supporters area

1-EM/2

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! GLOBAL PANDEMIC ! ! MARKET MELTDOWN ! ! NATURAL DISASTER !



Emergency 1-EM-3
All players may discard a welfare card from their hand. If any player does not, all voters in the game are shuffled together. Two are drawn and removed from the game, the rest are put into the floating voters area.

Emergency 1-EM-4
Each player must discard an Economy card from their hand, otherwise they must discard all of their Economy policies from their manifesto.

Emergency 1-EM-5
The incumbent player must choose one of their supporters and remove it from the game.

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! INVASION !



 Viva La Revolution
The United ____ of ____

 Financial Meltdown
Confederated Nations of ____

 **10**
Supporters

 **4**
Politicians

 **8**
Supporters

 **3**
Politicians

Emergency 1-EM-6
All players must play a security card into their manifesto. If they cannot or will not, all remaining floating supporters are replaced with new supporters cards.

The game ends when the action deck is empty.

The winner is the player with the most supporters.

The game ends when all supporters have been claimed

The winner is the player with the most supporters.

Every player discards entire hand at end of turn before redrawing.
For every card that is played, discard a card from the top of the action deck.

The player with the most coins in their pockets starts off with 4 supporters.

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 Coup D'Etat
People's Kingdom of ____

 Hereditary Establishment
The Duchy of ____

 Democratic Election
____ Republic of ____

 **7**
Supporters

 **3**
Politicians

 **8**
Supporters

 **2**
Politicians

 **6**
Supporters

 **3**
Politicians

The game ends when one player has 4 supporters.

The winner is the player with the most supporters.

Whenever a player announces/denounces a security policy, all players draw a card.

The game ends when all supporters have been claimed

The winner is the player with the most supporters.

Senior politicians cannot be replaced by recruiting a new politician.

The game ends when each player has had 8 turns.

The winner is the player with the most supporters.

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Egalitarian Society
Central _____



One Party State
Sacred State of _____



Sectarian Violence
Former _____ of _____



6

Supporters



4

Politicians



8

Supporters



5

Politicians



6

Supporters



3

Politicians

The game ends when each player has had 10 turns.

The winner is the player with the most balanced manifesto.

The incumbent player may draw up to 2 cards at the start of their turn.

1-SC-6

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The game ends when all supporters have been claimed

The winner is the player with the most supporters.

Once per turn, players may recruit a politician without discarding a card. Players may eliminate a politician in an opponent's cabinet by discarding all cards in their hand.

1-SC-7

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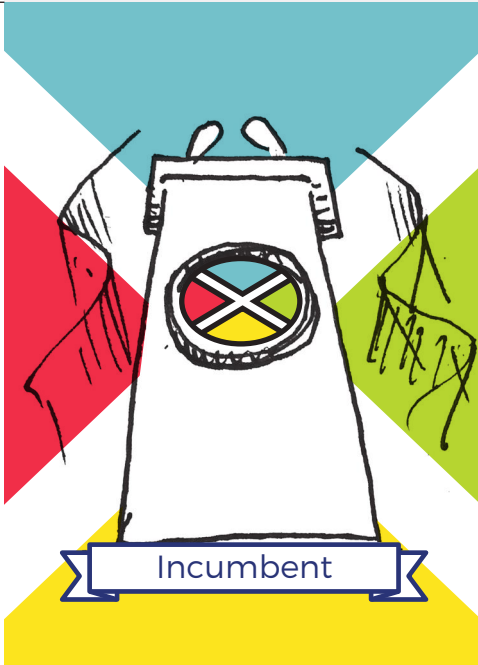
The game ends when each player has had 8 turns.

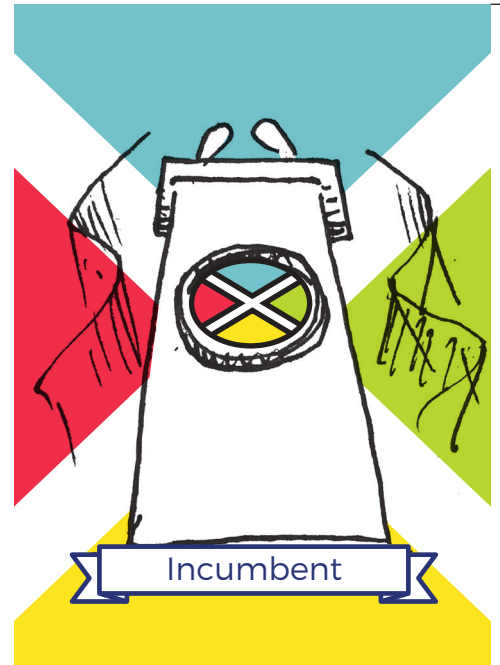
The winner is the player with the most extreme manifesto.

The incumbent player may remove a policy from any player's manifesto by discarding a card.

1-SC-8

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STATECRAFT

The Political Card Game

Ideology Points

Budget Points



-5 -4 -3 -2 -1

0 1 2 3 4 5

Current Round

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15			

7

6

5

4

3

2

1

0



7

6

5

4

3

2

1

0



7

6

5

4

3

2

1

0



7

6

5

4

3

2

1

0



STATECRAFT

The Political Card Game

Ideology Points

Budget Points



-5 -4 -3 -2 -1

0 1 2 3 4 5

Current Round

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15			

7

6

5

4

3

2

1

0



7

6

5

4

3

2

1

0



7

6

5

4

3

2

1

0



7

6

5

4

3

2

1

0



